



Marc Spelmann

# GLIMPSE

**Divine the playing cards selected  
whilst your back was turned!**

**Duplicate a spectators drawing!**

**Predict which object belongs  
to which spectator!**

**Psychically reveal a thought of ESP symbol!**

**Divine which spectator will commit murder!**

***SECRET GIMMICKS INCLUDED***



*Glimpse /glimpse / n. & v. -n. (often foll. by of) 1 a momentary or partial view (caught a glimpse of it). 2 tr. see faintly or partly.*

## Introduction

I have been using Glimpse for about four years, it came about by my strange obsession with looking at objects, cards, card cases, back designs, book covers etc etc and seeing how they can be covertly used. I discovered I could hide a multitude of sins within the design of a Bicycle card case, initially it was to peek a cards index but I like to use a good idea to its maximum potential so do not think for one minute that this can only be used with cards. Glimpse is a killer device that has many applications.

**NOTE:** Glimpse will take only 5 minutes to put together and once made will last a long time & will be something you use. Inspiration for Glimpse has come from some of the greats, Larry Beckers Out Of Body inspired by Larry Whites gaffed Aviator case as well as Paul Harris's Angel Case from his video The Art Of Astonishment

## Making Glimpse

Included are two Glimpse gimmicks to get you started one red and one blue depending on which colour deck you use. You will need to adjust the straight edges to your card case size as every deck differs slightly, you will also need the cellophane that comes with the deck. I will describe the construction as if you are using the enclosed gimmicks, obviously you can just use two Bicycle cases.

**Bicycle Case Window** - Some Bicycle cases are printed off centre or folded incorrectly try to use ones that are centralised. Using a pencil draw a window on the card case. Fig 1 shows the exact position for the window. Place an old deck of cards inside the case to keep it rigid and using a sharp craft knife and a ruler cut out the window taking your time so that you get a clean cut. It is better to gradually cut through the card than try to do it in one go just make sure you hold the ruler firmly. When finished you should be left with Fig 2. Be precise you don't want flaps that interfere with the smooth sliding action.



Fig 1



Fig 2



Thumb Curve

Tape Area

Fig 3

**The Cellophane Guide** - Fig 3. shows how I have cut a thumb curve out, trust me this goes unnoticed by spectators even when they handle the case. I have had some very notable Magicians and Mentalists handle the case without detection. The curve enables you to have a good surface area for your thumb to retract the slide back and forth with no fumbles. I added the clear tape reinforcement around the top section, this was due to the fact that after so many performances the cellophane got weak and tore. I put the cellophane on the case then reinforce the top section with tape (the shaded area in Fig 3.) then remove it to cut out the thumb curve. The only reason you will need to make a new Glimpse case is if you crush the case to often or the top exposed area gets dirty. You can transfer the cellophane & slide from one case to another. I should also point out that with some cases you may find the slide catches on the window area, this can be avoided by doing precise clean cuts when cutting out the window.

**The Slide Gimmick** - Now that the case window is cut you will need to fit the slide gimmick which is oversized on purpose as card boxes vary ever so slightly in size and printing alignment. I recommend you practice with a scrap piece of card to get used to trimming the slide so it fits perfectly. You want it to move freely but NOT be to loose that it wants to fall out if the case is turned upside down. Again I suggest using a craft knife and trim a slither at a time. Once you have done this once or twice you'll be able to make them in minutes. I made one for all of the pros who kindly commented on Glimpse and each was perfectly made in about five minutes.

**Applications** - The most basic application is to glimpse a card. Richard Osterlinds excellent breakthrough card system is perfect for this. For those who do not use a full memorised stack you should at least know a simple rotation stack ie: Si Stebbins or The Eight Kings. I will briefly describe the Si Stebbins Stack, the cards rotate in suits throughout the entire deck, Clubs, Hearts, Spades, Diamonds. (Known as CHaSD) the value of each card increases by a value of three: Aces = 1, Jacks = 11, Queens = 12 & Kings = 13. Here is a run of cards in order: Ace of Clubs, 4 of Hearts, 7 of Spades, 10 of Diamonds, King of Clubs, 3 of Hearts, 6 of Spades / 9 of Diamonds / Queen of Clubs etc. This continues throughout the entire deck. In operation you bring out the deck briefly spreading them to show they are different. Be aware that there is a red, black, red, black condition so avoid a long look at the spread. Clearly show a spectator how you would like them to cut the cards when your back is turned. Demonstrate this for them so no misunderstandings can happen. Leave the case on the table with the Glimpse window lower most. Have them cut the deck and complete, ask them to remove the top card and place it into their breast pocket, then take the second card and put it into their right trouser pocket, finally tell them to take the third card and place it in their back pocket. Have them then slide the deck FACE DOWN into the card case at which point you turn around. I often say "The logical way to find out what cards you have is to go through the deck and see which cards are missing." at which point I have picked up the case. "But that would be easy and still not help me with where you have put them. In fact could you put the deck in a free pocket?" As I gesture with the deck I glimpse, it's on the off beat and I have just asked them a question so for that second they are thinking of where they have a free pocket. I slip the deck into whichever pocket they have indicated and continue as follows.



"Can you remember which card is in your breast pocket? If not take a peek." At this moment I add three to the value of the card I Glimpsed and then move one along with the suit. As an example if I Glimpsed the 3 of Clubs I know he has 6 of hearts in his breast pocket, the card that would follow this would be the 9 of Spades which he has in his right trouser pocket and finally the Queen of Diamonds in his back pocket. "Focus on the colour of the card in your top pocket... That's red isn't it! A heart... mmm Not high or low, a six or a seven.. I'll go with the six of hearts!" The rest is presentation. Don't pass this by even if you hate card effects in your metalism, it is so clean. Presented with conviction and with as much a hands off approach as possible card mentalism can destroy any audience. I always justify the use of cards by saying it is easier to use 52 different playing cards than find 52 different items. This routine gets some of the strongest reactions, especially when the deck has been apparently shuffled.



**Drawing Duplication** - I use a business card and secretly write the word 'NO' in big bold letters at the bottom of the card. I then ask the spectator "Yes or No, can you see what is written on this card?" At which point they say "No!" I immediately say "That's great!" as I turn the card over to show the word 'NO' This gets a giggle but also subconsciously tells them the card is opaque and uses up an area on the card. I then ask them to draw a simple image at which point I draw a box in the area I wish them to use. I turn my back and once they have finished I slide the card into the card case in the correct orientation. This is done very casually as I continue to talk. I ask for a free pocket at which point I Glimpse.



**ESP** - An ESP card is easily identifiable. The star has points, a cross has one line showing, a circle is rounded, a square has a hard horizontal line & the three wavy lines will show as three tails. Larry Becker has a great routine using odd backed ESP cards which would work a treat with Glimpse. Check out his book Stunners for an explanation of his routine. Again I must emphasise that the case is used as an after thought and obviously avoid over use as the method will be very apparent to anyone. Another idea is to borrow various business cards from different people and then have one placed into your card case at which point you glimpse and can now divine what sort of business the person is thinking of.



**Psychometry** - have three spectators each secretly take out a small object of some kind. a coin, a key, a ring, passport photo, credit card, business card etc. Not only will you be able to predict what each person put inside but who they belong to. This is easily done, begin by instructing your audience to get small items, as each item is dropped into the case take a Glimpse and remember what it is and who put it inside. In close up environments I Glimpse as I stroll around the table with the case collecting the items. Emphasise the fact that your looking away as each object is placed inside. Another idea is to have each person place a different coin inside, you can now divine who put which coin inside.



**Wink Murder** - You begin by talking about the old school game where one person was a detective who left the room whilst someone else was nominated as a murderer and would kill their victims with a subtle wink. You explain that you will all play this game but no one will be murdered and the only person who will know who the murderer is will be the murderer themselves. For selection purposes five coins are borrowed four silver and one copper, whoever chooses the copper coin will be the murderer. All five coins are dropped into the card case and mixed. Each person discretely takes a single coin out without looking at it and holds in their clenched fist. Once all the coins are taken you instruct each person to take a peek at which coin they hold. You then ask each person to imagine a

person real or imaginary that they could kill, after some deliberation you divine exactly who holds the copper coin and thus is the murderer. This is a killer excuse the pun, all you need to do is take a casual glimpse as each coin is taken as you move from person to person. I instruct each person not to look in the case as I do not want them to even know if they are the murderer. If the coins are all gathered in the case just give it a shake to apparently mix the coins but in reality your just spotting the copper coin. As soon as the copper coin is taken and I know who has it I immediately hand the case out for the final coins to be taken which gives a real hands off approach. You know who holds the copper coin so the effect is over for you, also don't worry about them spotting anything they never do! Make sure the use of the case is casual, look for something else initially to put the coins in and then as an afterthought spot the case on the table. Again don't over use the case, one effect maximum per group.

I sincerely hope you enjoy Glimpse and use it, nothing satisfies me more than having a killer utility device right under their noses and even in their hands. Thanks must go to Larry Becker and Larry White for their initial peek case and Paul Harris for making me look at Bicycle Card cases for way to long..

